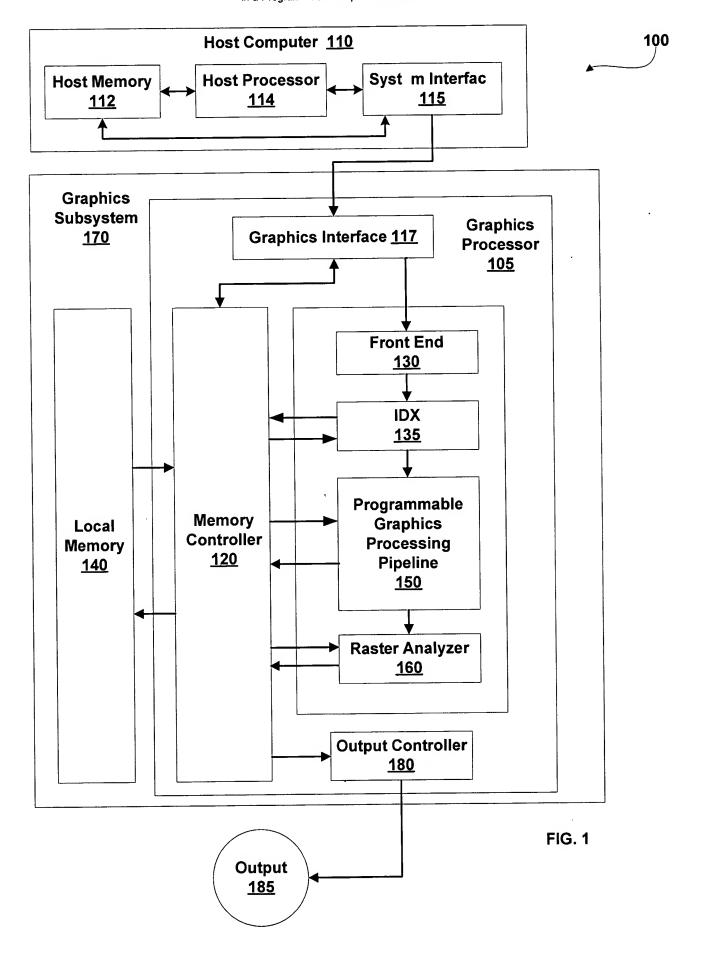
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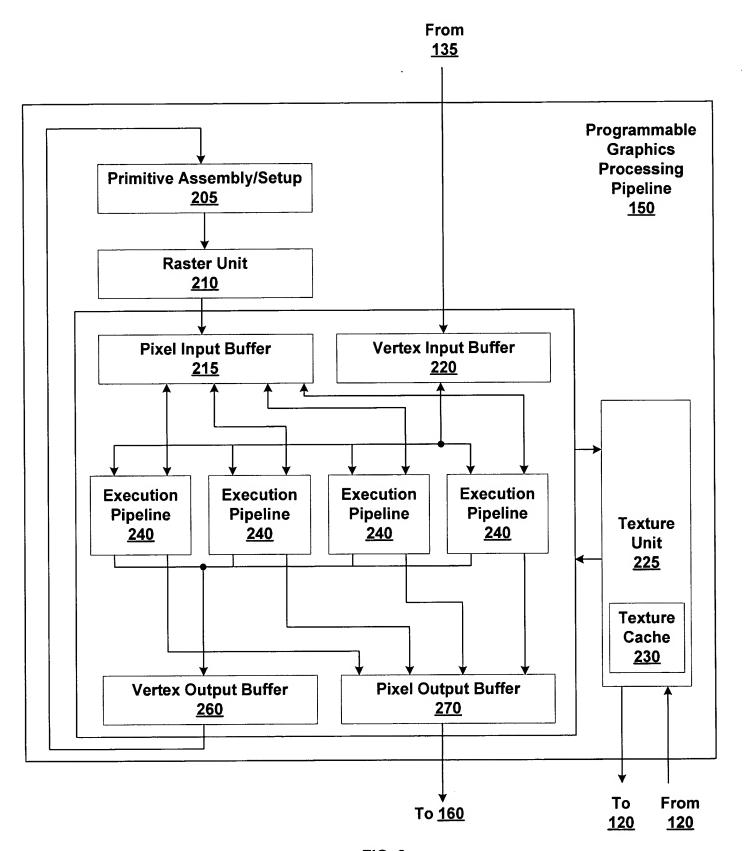


FIG. 2

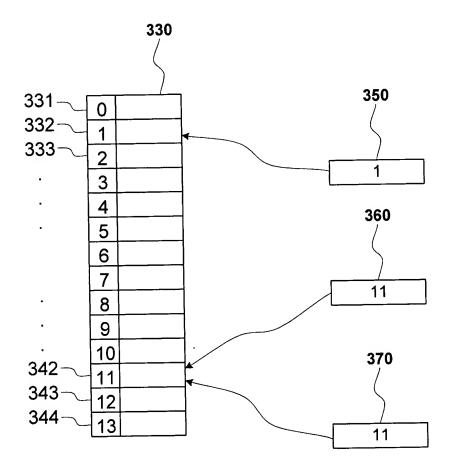


FIG. 3

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Method and Apparatus for Multithreaded Processing of Data From From in a Programmable Graphics Processor <u>215</u> <u>220</u> **Execution Pipeline** <u>240</u> Multithreaded **Processing Unit** <u>400</u> Instruction To 225 ← Cache <u>410</u> From 225 **Thread** Control IWU <u>435</u> Buffer <u>420</u> CU 433 STU <u>437</u> Resource Instruction Scoreboard Scheduler <u>460</u> <u>430</u> Instruction From 215-Dispatcher <u>440</u> From 220-Register File <u>450</u> **Execution Unit** <u>470</u>

FIG. 4

To 260

To <u>270</u>

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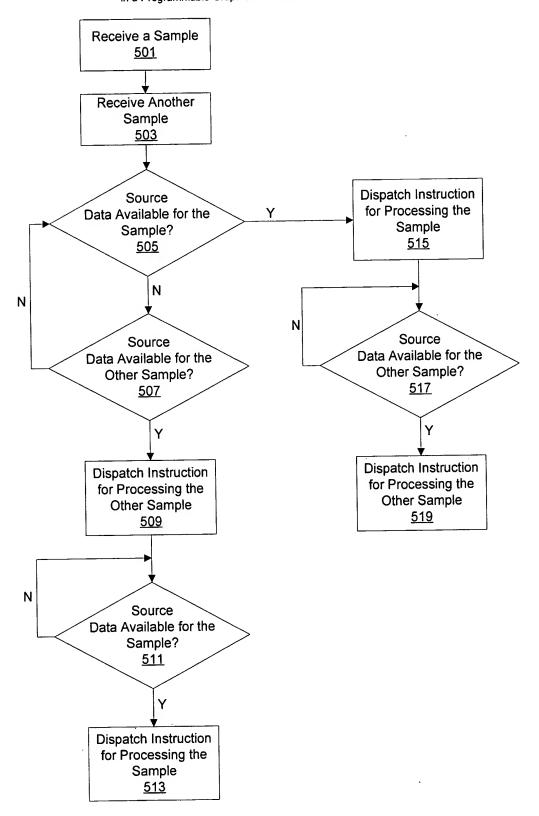
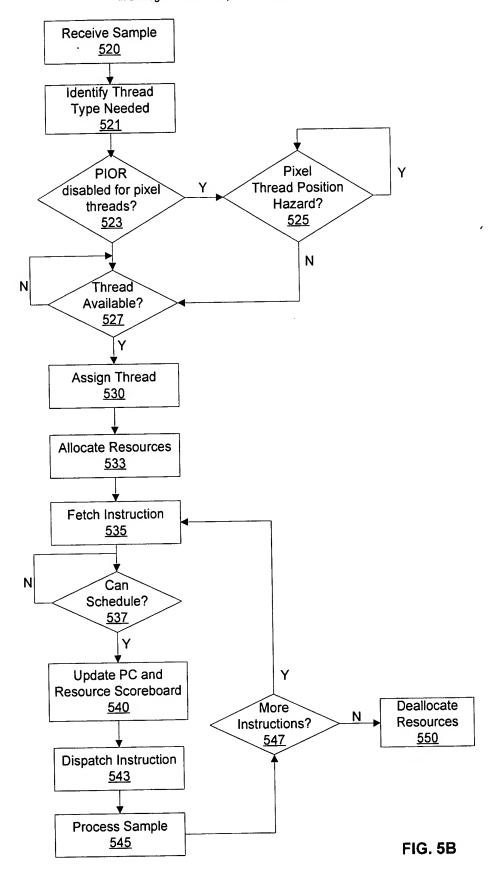


FIG. 5A

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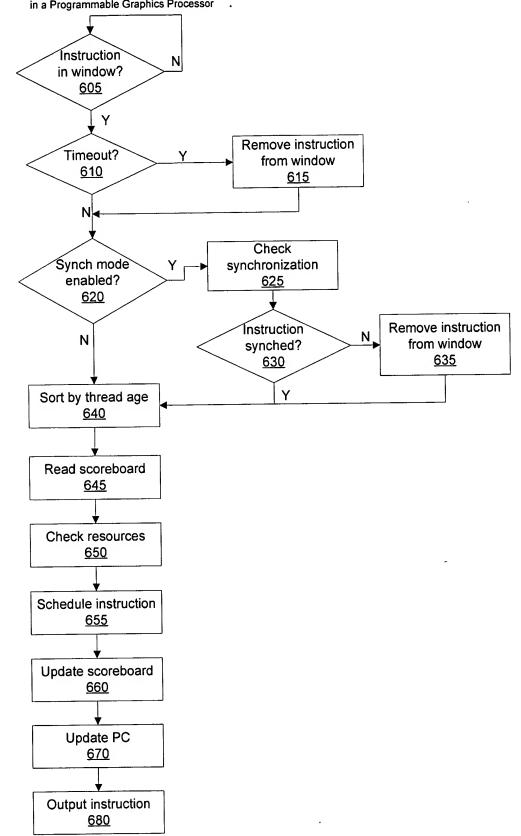


FIG. 6

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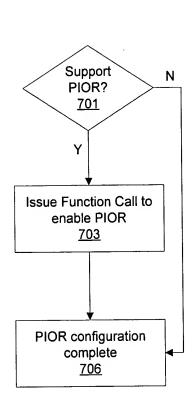


FIG. 7A

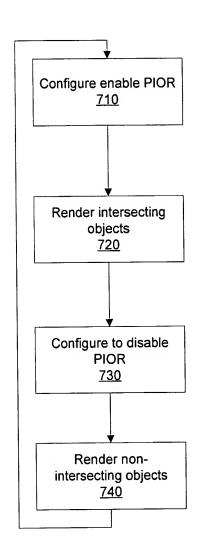


FIG. 7B

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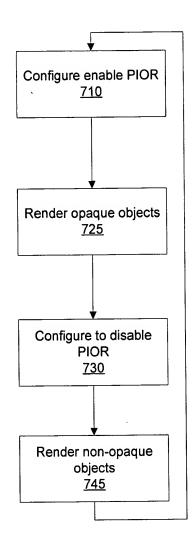


FIG. 7C